

## ABSTRACT

When trick play modes are implemented using a lookup table cross-referencing content divided into sectors of specific size with content encoding unit information, an accurate playback start time code cannot be detected because the total content playback time is not clear. A trick play method for digital storage media used to record and reproduce multimedia content resolves this problem and enables random access playback, fast-forward play, fast-reverse play and other trick play modes from any desired position in the content by recording program content segmented into media object units, each recorded as a separate file; recording a program manager file containing a media object information table; recording a media object information file containing playback time information and entry points at a specific time interval for each media object, and recording a playlist manager file containing a table of user-specified playback start program IDs and playback start time and end time information.